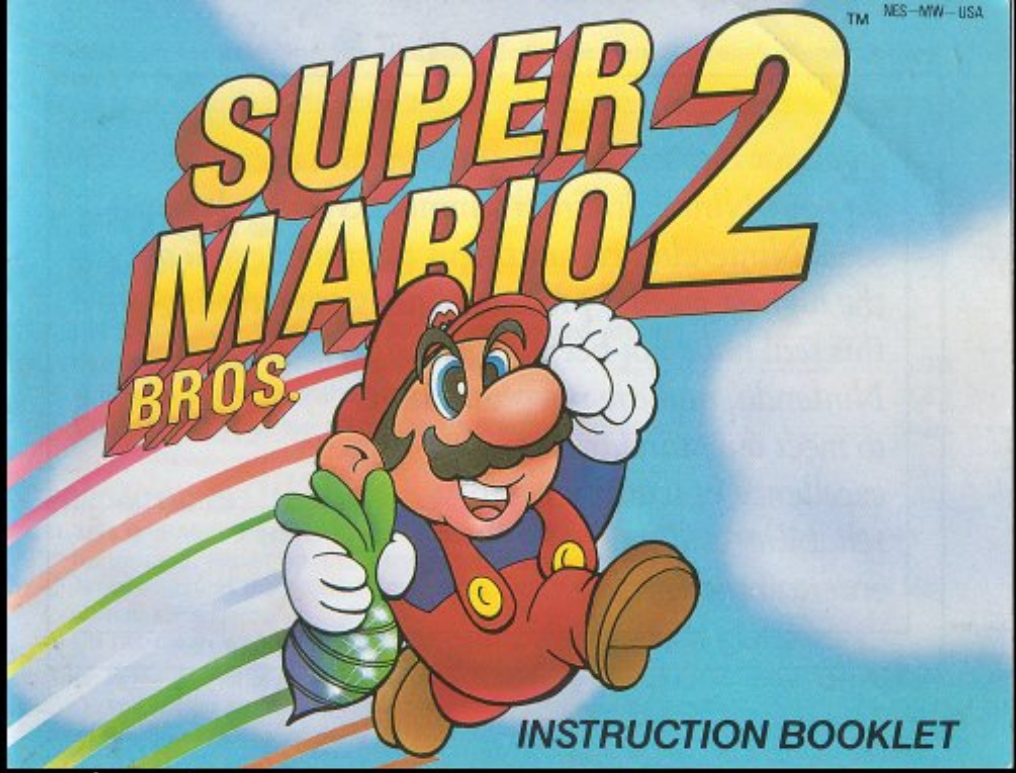
Special thanks
to

Hiryu

for contributing
this manual



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Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo Entertainment System® Super Mario Bros.2™ Pak.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it part.
2) Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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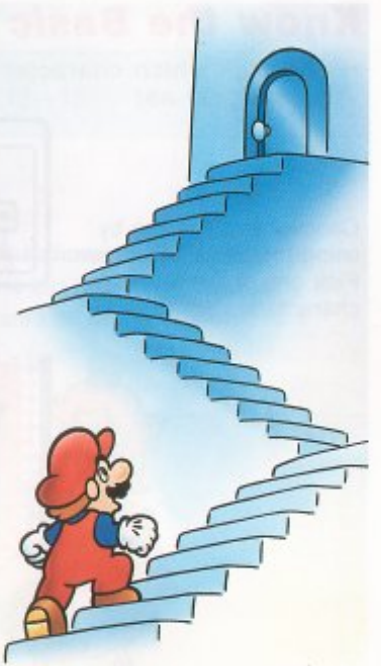
The Story of Super Mario Bros.2

One evening, Mario had a strange dream. He dreamt of a long, long stairway leading up to a door. As soon as the door opened, he was confronted with a world he had never seen before spreading out as far as his eyes could see. When he strained his ears to listen, he heard a faint voice saying "Welcome to 'Subcon', the land of dreams. We have been cursed by Wart and we are completely under his evil spell. We have been awaiting your arrival. Please defeat Wart and return Subcon to its natural state. The curse Wart has put on you in the real world will not have any effect upon you here. Remember, Wart hates vegetables. Please help us!" At the same time this was heard, a bolt of lightning flashed before Mario's eyes. Stunned, Mario lost his footing and tumbled upside down. He awoke with a start to find himself sitting up in his bed. To clear his head, Mario talked to Luigi, Toad and Princess about the strange dream he had. They decide to go to a nearby

mountain for a picnic. After arriving at the picnic area and looking at the scenery, they see a small cave nearby. When they enter this cave, to their great surprise, there's a stairway leading up, up and up. It is exactly like the one Mario saw in his dream. They all walk together up the stairs and at the top, find a door just like the one in Mario's dream. When Mario and his friends, in fear, open the door, to their surprise, the world that he saw in his dream spreads out before them!....



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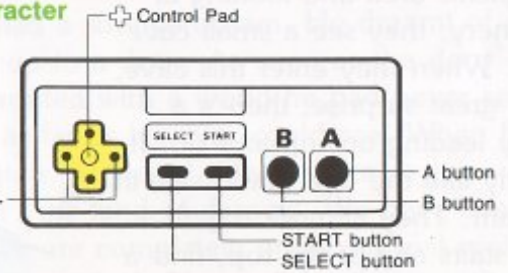
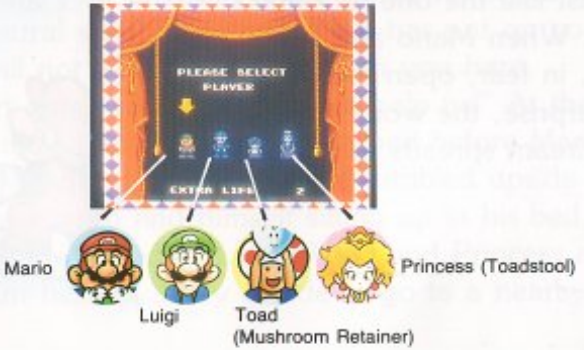
Know the Basic Rules of the Game.

•First, pick which character you will play as.

Choose who you are by using the SELECT screen. Pick one of the four characters.





•7 worlds — Clear all 20 areas

This game is comprised of 20 areas in 7 worlds as shown in the diagram above. There is a little boss at the end of each area. The big boss, Wart is waiting for you at the end of the final area once you've cleared all of the other areas.

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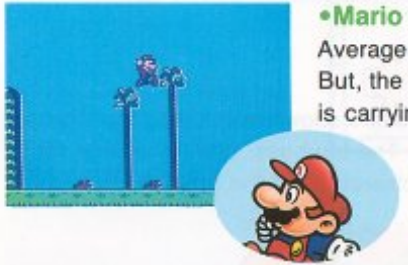
Know what each character can do.

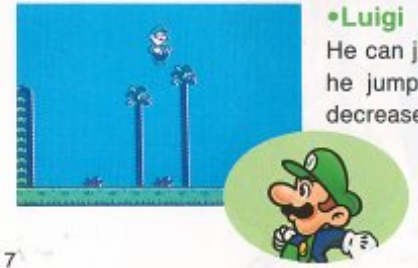
★Jumping power

Each of the four have different jumping powers and ways of jumping.



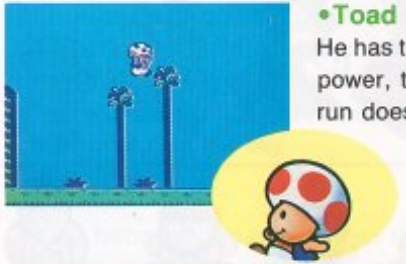
•Mario

Average jumping power in almost all situations. But, the height he can jump decreases a little when he is carrying an item.



•Luigi

He can jump the highest and can go much farther but he jumps slowly. When he has an item, his power decreases more than Mario.



•Toad

He has the least jumping power. But since he has lifting power, the height he can jump and the speed he can run does not change even if he is carrying an item.

•Princess Toadstool

She is No.3 in jumping power. When you hold down the A button, she can float in the air for about 1.5sec. Her jumping power decreases quite a bit when she is carrying an item.

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★Running

They all run at the same speed, but if they are carrying something, the order from the slowest to quickest is; Princess Toadstool, Luigi, Mario, Toad.

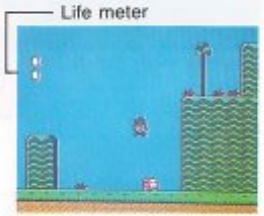
★Picking up mushroom blocks.

The speed at which they pick up items in order of the slowest to quickest is; Princess Toadstool, Luigi, Mario, Toad.

Watch out for Game Over.

•Your game starts with three lives.

You lose a life when your life meter becomes 0.
The life meter starts from the 2nd mark. When the marks are all white, you lose a life. This meter can increase to a maximum of 4 marks.
If you slip up when the number of lives remaining is 0, the game will be over.



•You lose a life if you fall down.

There are holes and waterfalls. You will lose a life if you carelessly fall into one of these. Be careful not to fall when you jump or lose your footing. Also, do not fall when up high in the sky.

•You become smaller when the life meter reads 1 mark. Be careful.

Retry and Continue

The right screen will appear when your game is over. To begin another game from the same world as it ended, press CONTINUE. Press RETRY to start a completely new game from the beginning.

NOTE: GAMES CAN BE CONTINUED ONLY TWICE.

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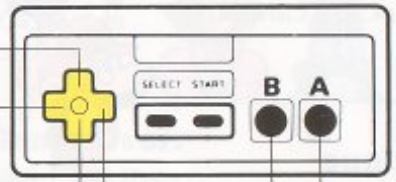
Let's see how Mario and his friends move around.

How to use the controller



Climb up vines and ladders.

Move left.

Duck.

Climb down vines and ladders.

Move right.

Jump.

Pick up items or lift enemies.

Throw items or enemies.

Go faster.

A character's response to controls will vary depending on the place and possessions.

You can do all kinds of jumps.

•A jump on the spot

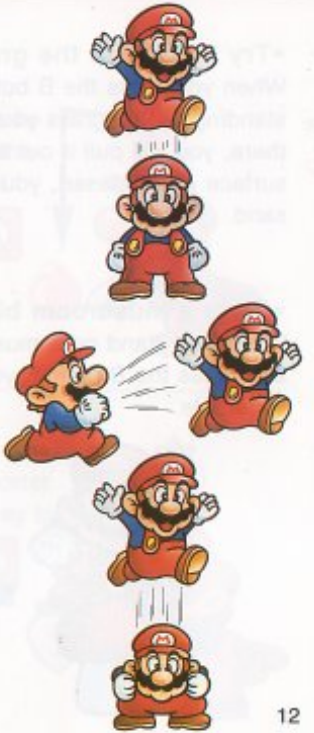
If you press the A button when standing still, you will jump on the spot. However, you cannot jump very high.

•Running jump

Jump by pressing either the right or left side of the control pad and using the A button while running. You can jump higher than a jump on the spot, so it is easier to avoid enemy attacks.

•Power squat jump

The player will flash when the bottom of the control pad is pressed and held. When you jump, you will be able to jump 1.5 times higher than regular jumps.



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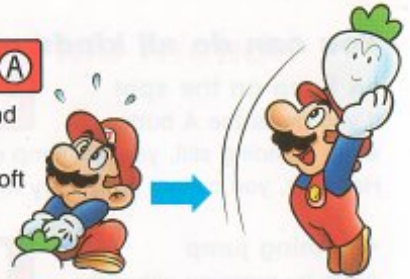
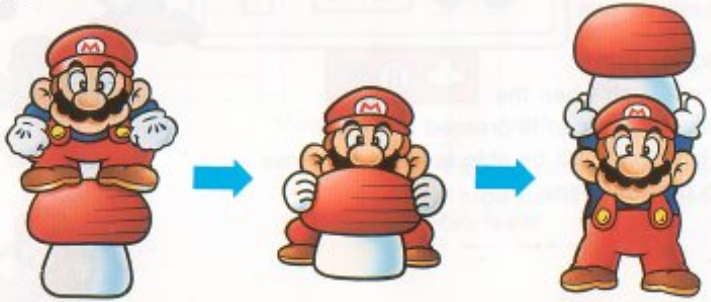
•Try pulling up the grass.

When you press the B button when standing on the grass you find growing here and there, you will pull it out and lift it up. On the surface of the desert, you can also dig in the soft sand.



•Carry a mushroom block.

When you stand on a mushroom block and press the B button, you can lift it up just like a vegetable.

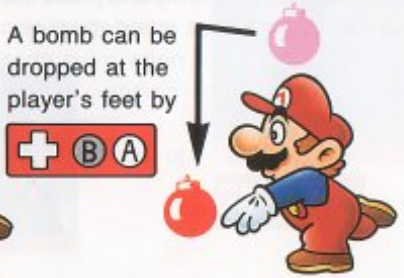


•Throw items.

[Bombs and Mushroom blocks]

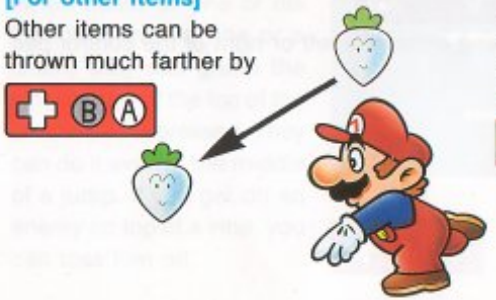
It can be thrown to a place a little way away by

A bomb can be dropped at the player's feet by

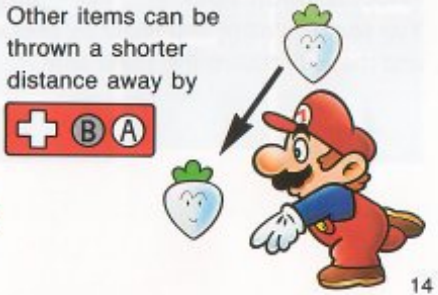


[For other items]

Other items can be thrown much farther by



Other items can be thrown a shorter distance away by



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•Attack enemies with enemies.

If you stand on an enemy and press the B button, you will be able to lift up the enemy and can throw him at other enemies.

You can also go faster.

•Acceleration speed

You can run faster and faster by pressing either the left or right of the control pad and the B button at the same time.

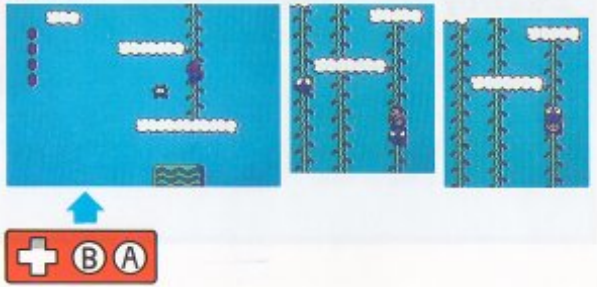
•Dodge the enemy skillfully.

You can duck if you press the bottom of the control pad. With this, you can dodge flying enemies.

You can control Mario and his friends even when they are jumping. Come down skillfully on top of enemies.

•Try climbing vines and chains.

When Mario or one of his friends is over a vine or a chain, they can grasp the vine or chain if the top of the control pad is pressed. They can do it even in the middle of a jump. If you get on an enemy on top of a vine, you can toss him off.



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•Enter open doors.

To go through a door, stand in front of it and press the top of the control pad.

If you haven't got a key, you won't be able to go in locked doors.

Destroy walls with bombs!

There are places in caves and towers where brick walls obstruct your path.
Use bombs to destroy the walls.

Items that help Mario and his friends.

Coins
You can win extra lives with luck and the coins you have collected so far.

Vegetables
Ripe vegetables. If you pull out a lot of them....

Bomb
A few seconds after they are picked up, they flicker and explode.

Unripened vegetables
They are not fully grown. Just give them to the enemies.

Turtle shells
When you throw them they slide and hit the enemy.

Mushroom block
They can be used as steps and for attacking the enemy.

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Mushrooms

These appear when you enter a warp to Sub-space at a certain place. Your life meter will increase by one mark.

Small heart

This appears when you beat a lot of enemies. The life meter recovers by one mark.

Key

You need this to open locked doors. Your running speed does not change even if you have a key.

1 UP

When a 1 UP mushroom appears, you get a new life!

POW

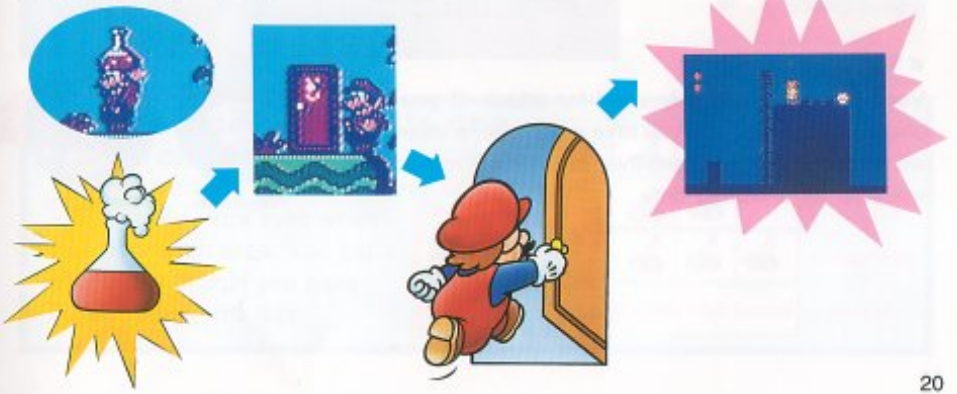
Power block. When you throw this, the earth shakes and you can beat all the enemies.

Really useful items

•Go to Sub-space with magic

If you find a magic potion, try throwing it. When you do that a door will appear. You'll enter the sub space if you press the top of the control pad while in front of the door.

The grass in Sub-space will turn into coins until you use magic twice in that area. If you place a door in a certain place, there will be a heart that will increase your life meter.



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•You'll become invincible by collecting cherries.

A Starman will appear when you collect enough cherries. When you pick this up, you will become invincible for a limited time.

Cherries

Starman

• Time Stop

Vegetables are not only used for attack. If you have already taken four and you take a fifth one, a stopwatch will appear. When you take this, the enemy's movements will stop for a limited time.

Vegetable

Stop watch

A Bonus Chance at the end of an Area

•Clear the screen by overthrowing the boss character.

At the end of each area, there is a mask that becomes a gate to the next area. In order to open the gate, you must get a hold of the crystal ball. Birdo sometimes has the crystal ball, so get it back by defeating him. At the end of each world, the boss is waiting for you again...!

Attack the boss character by throwing mushroom blocks.

Bonus stage

The bonus game is one of chance!

•Get more lives by collecting **cherries.**

You can win extra lives when you clear each area. You get 1 play for each coin you have collected from the last.

	1 more life
	2 more lives
	5 more lives
3 of any other symbol	1 more life

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Obstructing your way — gangs of enemy characters

Shyguy - Red
A member of the "8 bits" (a club from evil dreams). He wears a mask because he's shy.

Shyguy - Pink
He moves back and forth on the hills. Carefully avoid him.

Tweeter
It's a bird with a mask. He hops. Try to get on top of his head.

Snifit - Red
A member of the "8 bits." He wears a mask and spits the bullets of evil dreams from his mouth.

Snifit - Gray
He jumps before spitting a bullet. Learn the timing of his bullets.

Snifit - Pink
He moves back and forth on the hills. Avoid his bullets with timely jumps.

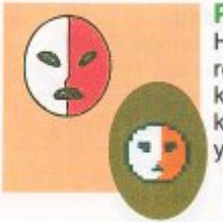
Ninji - 1
He is a little devil who appears in the dreams of NES players. He moves fast and will persistently chase you.

Ninji - 2
He stays in one spot and jumps repeatedly. A strange guy.

Beezo - Red
He attacks by diving at you. Looks like a Shyguy with wings.

Beezo - Pink
He attacks by flying straight at you. Stay calm and study his movements carefully.

Hoopster
He is a creature about the size of a basketball.
He resembles a ladybug. He lives on vines and crawls up and down.



Phanto
He is normally at rest and waits by keys. If you take a key, he will pursue you.

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Trouter
It's a fish which lives in the world of dreams. You'll find it in waterfalls and rivers. He interferes with Mario.

Bob-Omb
He has a terrible temper. When he gets angry, he explodes.

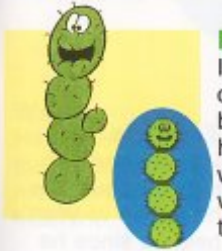
Pidgit
He brings evil dreams. He can't fly on his own, so Wart gave him a flying carpet.

Porcupo
His body is entirely covered with spines so you can't climb on his back.

Albatoss
He used to be only a resident in the world of dreams. Now, by order of Wart, he works as a carrier of Bob-Ombs.

Cobrat
Usually asleep in a jar, it moves on Wart's command, often appearing in the dreams of Toad.

Panser
The only plant life Wart created for the world of dreams. It spouts fire.



Pokey
It is a walking cactus. Its entire body, except for its head, is covered with thorns. Thorns will hurt you if you touch them.

Flurry
Snow monster. He'll chase you on ice skates.

Birdo
He serves as a means of transportation in the world of dreams. Shyguys often ride him.

Autobomb
Shyguy's favorite ride. It is also referred to as a "bad dream machine."

Spark
He shines and moves in a circular motion around the walls and floors of the underground. He moves fast or slow.

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Ostro
He thinks he is a girl and he spits eggs from his mouth. He'd rather be called "birdetta."

Mouser
It is a bomber of bad dreams that destroys good dreams. It is proud and it doesn't believe that it is just a mouse.

Fryguy
Wart gave life to this entity which is created from fire. He spits fireballs when he is mad.

Tryclyde
He was once an outsider, but now he is one of Wart's helpers since he impressed Wart with his cunning brain and offensive capabilities which are three times normal strength.

Clawgrip
He grows suddenly, and he is surprisingly skilled at throwing rocks.

Wart
He is the most mischievous of all in the world of dreams. He created monsters by playing with the dream machine.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- — Reorient the receiving antenna
- — Relocate the NES with respect to the receiver
- — Move the NES away from the receiver
- — Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OR ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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